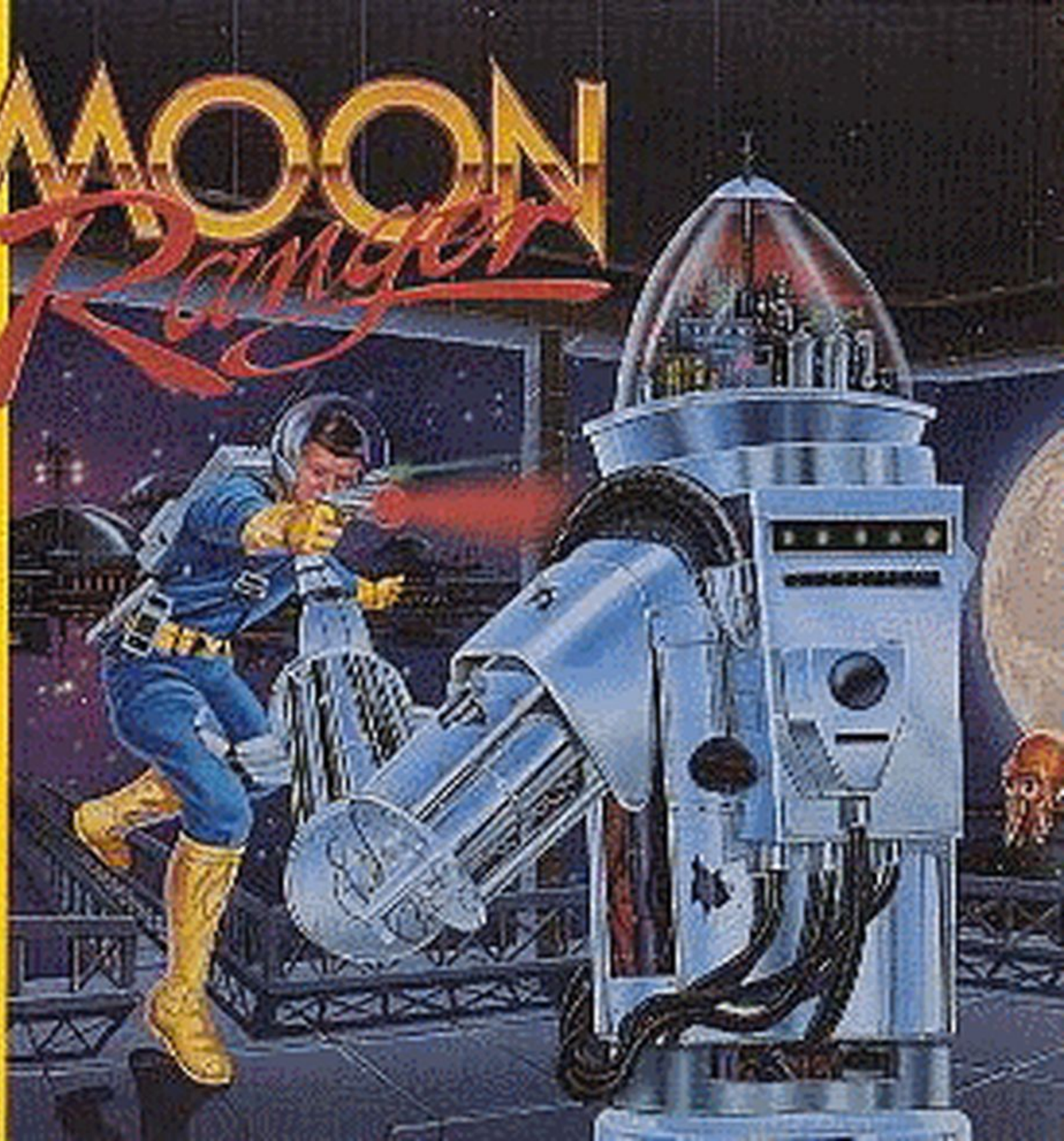
MOON RANGER

INSTRUCTION MANUAL



BUNCH GAMES

MOON RANGER CONTROL SUMMARY

CONTROLS

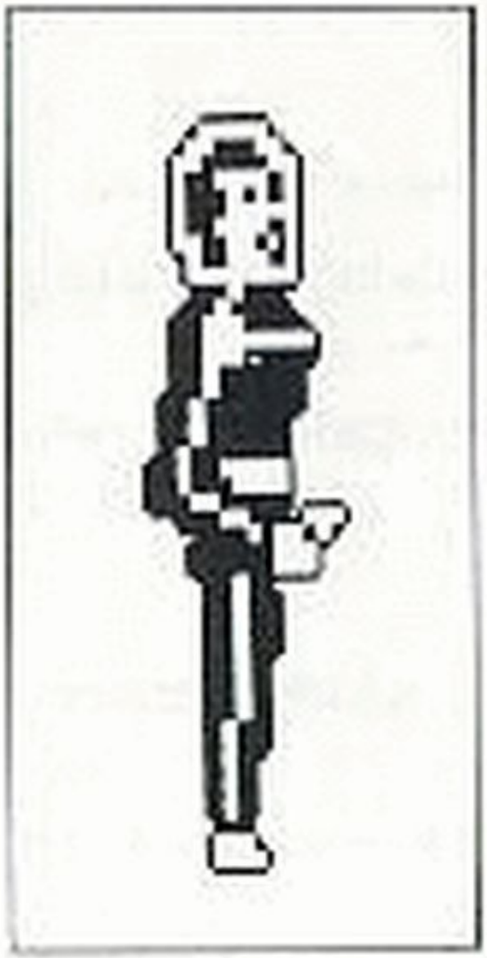
ARROW KEYS	: Move Moon Ranger or his VEHICLE in the direction indicated.
BUTTON A	: Fires Weapon.
BUTTON B	: Makes Moon Ranger or his MRATV jump.
START BUTTON	: Starts, pauses, and restarts the game.
SELECT BUTTON	: Brings up the Moon Ranger status screen with bomb parts.
GAME CONTINUE	: Hold down button A and press the Start button.

SPECIAL OBJECTS

ENERGY CORE	: Found only in the space levels. This recharges your MRATV's shield power.
HEALTH POTION	: Found only in the Asteroid and Moon Base levels. This recharges Moon Ranger's suit armor.
BOMB PARTS	: Collect all four pieces of the Gamma bomb, then destroy the Element Converter Cannon on the moon's surface. These are found in different parts of the game.
WEAPONS	: There are 6 different types of weapons, please refer to the section on weapons to see how each one works.
ALIENS	: Your energy is reduced when you crash into an enemy or when you get hit by their weapons.

MOON RANGER

I. INTRODUCTION



Our beautiful moon, the spotlight of romantic evenings, the subject of ancient myths, the summoner of creatures of the night, is home to an evil secret. Long ago an alien civilization placed a gigantic dormant space craft on its surface. This space craft was programmed to harvest the valuable elements of our solar system. Unfortunately, this process will result in the total destruction of the Earth. To uproot the alien forces on one of Earth's most valued celestial assets, a hero is called for.
That hero is ..MOON RANGER.

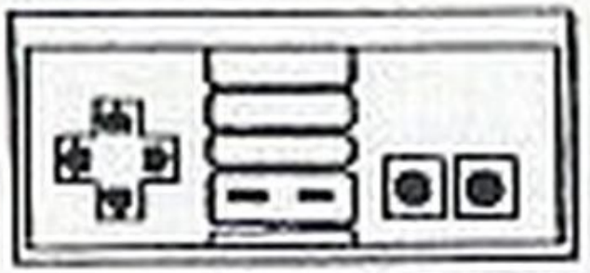
Copyright 1990 Bunch Games, Inc.
Designed by: Odyssey Software, Inc.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc..

II. GAME CONTROL



ARROW KEYS : Moves Moon Ranger or his MRATV (MOON RANGER ALL TERRAIN VEHICLE) in the direction indicated.

BUTTON A : Fires one of the six weapon systems. You can equip your MRATV or the Moon Ranger himself.

BUTTON B : Activates compressed gas jets in either the Moon Ranger's boots or the Power Boosters in the MRATV causing you to jump.

START BUTTON : Starts the game. Also, pauses and restarts the game.

SELECT BUTTON: Brings up the Moon Ranger status screen, which displays the bomb parts that you will still need to find.

GAME CONTINUE: Hold down "Button A" and press the Start button. This will continue you from the last world you were battling on.

III. GAME PLAY

Moon Ranger's ultimate goal is to destroy the Element Converter on the moon surface. You must first locate four (4) pieces of the all powerful Gamma Bomb. Then you must get into the center of the base, and fight through countless aliens and robots. If you finally make it through this onslaught, the giant guardian robot awaits you. Destroy him and drop the bomb, but get out before it detonates. You must be at least one hundred thousand (100,000) miles away from the moon's surface when this bomb detonates. Any closer and you're done for !

IV. EQUIPMENTS

Fortunately, you have three state of the art Moon Ranger issued equipments. They are .....

I. MRATV

This stands for **MOON RANGER ALL TERRAIN VEHICLE**, a well shielded transformable vehicle capable of withstanding four to five high powered strikes! It can fly through any atmosphere or vacuum.

It comes complete with compressed zeon gas boosters on the bottom to spring over any sudden obstacles.

II. POWER SUIT

This is a state of the art BPS or Body Protection Suit. It comes equipped with an energy scattering system to dissipate any energy striking it, so as to lessen the impact onto your body. The boots contain compressed argon gas so that you can jump over, or on to objects at a great distance.

III. WEAPON SYSTEMS

Your MRATV starts off with a high-powered plasma bolt which unfortunately, doesn't do much against the superio alien armor. However, you can pick up more effective alie equipments along the way. Your basic Moon Ranger gea includes the new **ADAPTO** (TM) hardware. This hardware ca analyze the alien's equipment and adapt it into yours.

Here is a list of the known alien equipments. Some of th information on certain weapon systems is sketchy, so yo will have to experiment with some of them.

1. **PLASMA BOLT:** Standard equipnent on the MRATV wit straight firing high powered plasma energy capable o penetrating any earthly material.
2. **WAVE RIDER:** Travels in a wave like fashion.
3. **PLUS SHOT:** Travels in a looping fashion, very powerful
4. **LIGHTENING BLAST:** Very fast movement and reloadin time. This weapon has the ability to freeze you opponent.
5. **FLAM:** Travels somewhat like a boonerang and inflict a lot of damage.
6. **IT:** The most powerful of the aliens' weapons Unfortunately, it only lasts a short time.

V. SPECIAL OBJECTS

Each new life begins with a four or five hit shield and a straight line plasma bolt. To get other capabilities you must retrieve them from heavily guarded enemy positions. A few of which are needed to complete your mission. They are...

1. Energy Cores: These only appear in the space levels after you destroy an enemy alien or space craft. This will partially recharge your MRATV shield banks.

2. Health Potions : These are only found in the asteroid and lunar bases. These will partially recharge your suit's armor.

3. Bomb Parts : You must locate all four (4) pieces of the Gamma Bomb before you can go to the moon to destroy the alien's Element Converter. To see what pieces you need press the SELECT button.

WEAPONS

Plus

Wave

Laing

Flam

Ice

SPECIAL OBJECTS

HEALTH

HEALTH

EXTRA LIFE

BOMB PIECE

VI. LEVELS

There are several levels (worlds) that you must complete to master the Moon Ranger game.

LEVEL 1: SPACE LEVEL #1: Launching from the space station, you must battle through the alien's first tough line of defenses.

LEVEL 2: ASTEROID BASE #1: Disembarking from the MRATV, you set out on foot into this well guarded base in search of the 1st piece of the Gamma Bomb.

LEVEL 3: SPACE LEVEL #2: The alien's second level of defense. Watch out for the cloning attack craft.

LEVEL 4: ASTEROID BASE #2: Now enter this large base in search of the second and maybe the third piece of the Gamma Bomb.

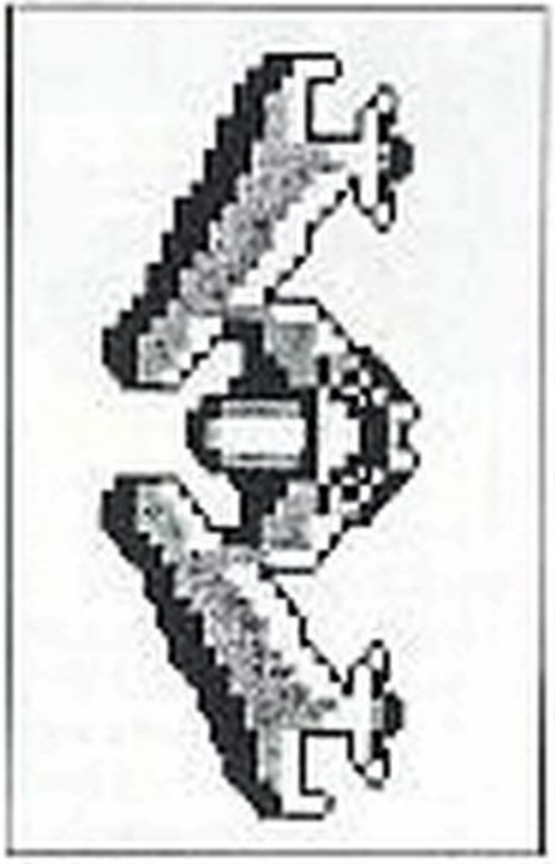
LEVEL 5: SPACE LEVEL #3: They'll throw everything they have at you.

LEVEL 6: LUNAR SURFACE: The last level outside the moon base with tough alien defenses.

LEVEL 7: MOONBASE: Watch out for the guards.

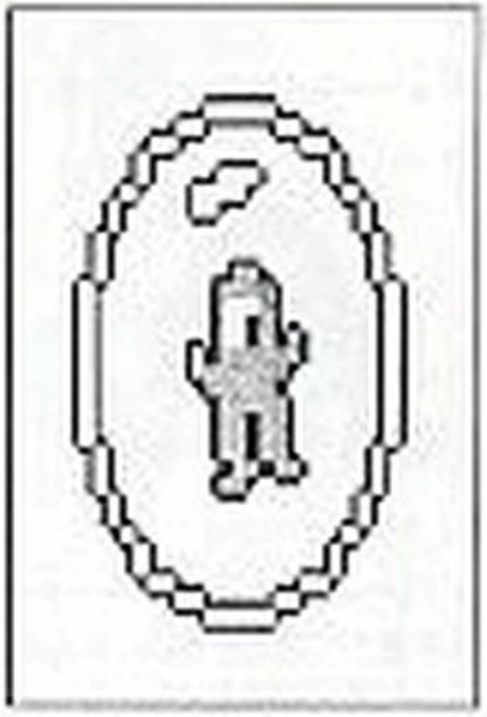
LEVEL 8: FINAL CONFLICT ALIEN CONTROL CENTER: Destroy the Master Control Center.

VII. ENEMIES Space Level Enemies



CLAWING: A big space cruiser with a homing device. Watch out for this one!

EYES: These are very dangerous. They hone in and shoot at you.

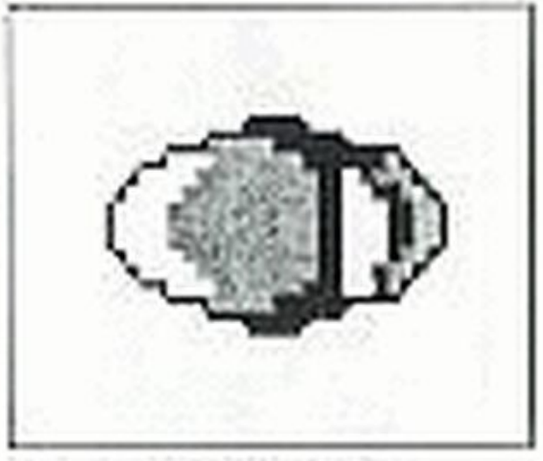


FROG BUBBLE: This is a very dangerous enemy. They launch lots of little tracking frogs.

VII. ENEMIES (cont.) Lunar Surface Enemies

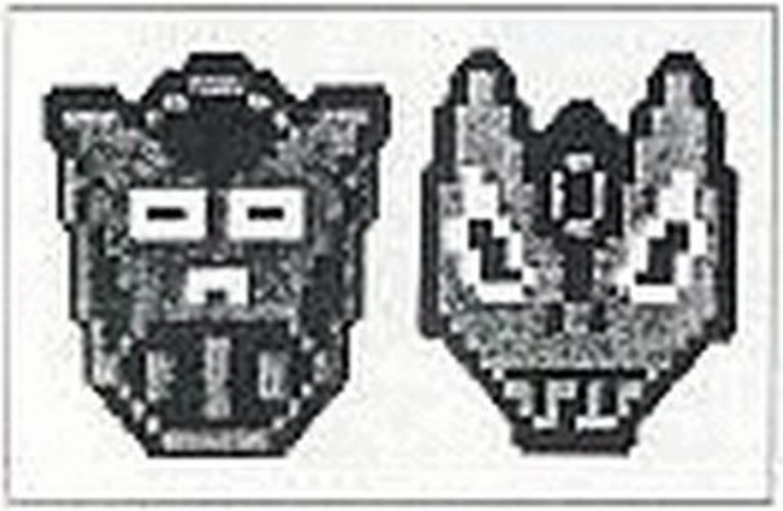
BOTS: These are destructive robots. They have incredible springs in their legs which allow them to leap great distances while they are shooting at you.

SPACE CRAB: Watch out for this monster. It is a half metallic and half organic cyborg. This one is very mean and very strong.



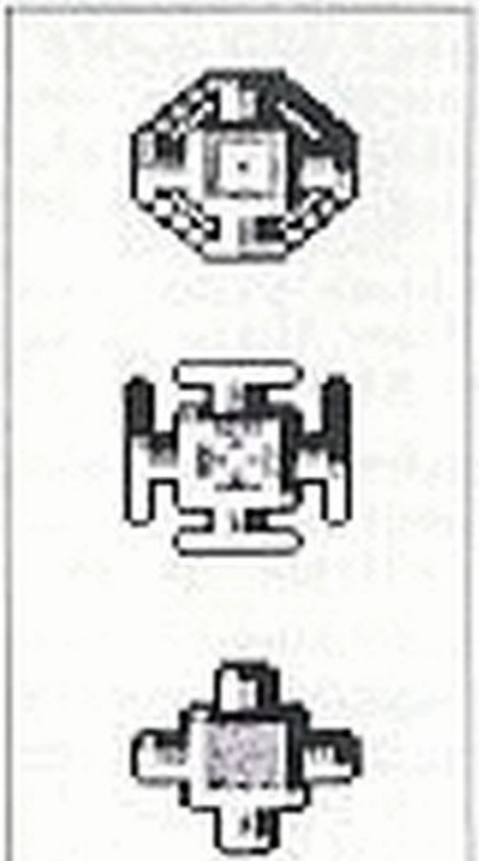
BULB MONSTER: This machine has the ability to make mechanical clones of itself. It will home in on you and explode.

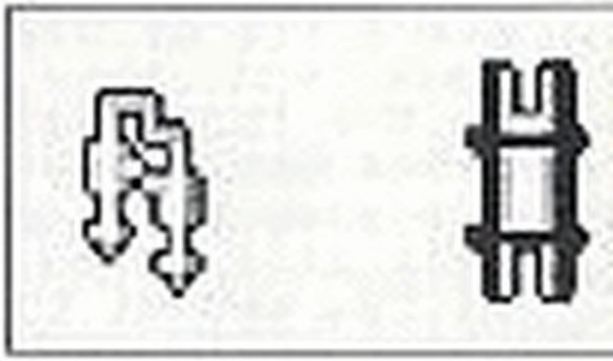
VII. ENEMIES (cont.) Asteroid Level Enemies



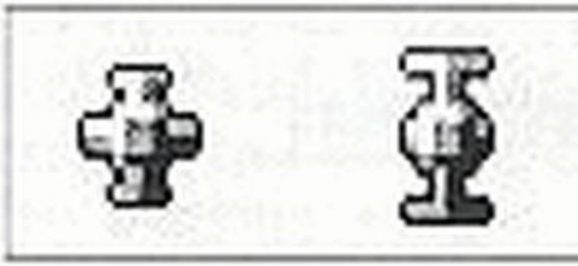
FACES OF DEATH: These are actual aliens that control the asteroid complex. DO NOT, repeat DO NOT, come in physical contact with one of these creatures. One touch and it's instant death.

HAMMERS: Homing machines which when destroyed emit smaller versions of themselves.





SLINKYS: Weird enemies which can hone in on your body heat. They have very strong blaster weapons.



MINI-HAMMERS

HINTS AND TIPS

SPACE LEVELS

1. Don't bother killing the little space frogs. Kick them once and they will run away from you. Then concentrate on the FROG BUBBLE. This will keep launching the space frogs until you kill it.
2. Use your Turbo when there are a lot of aliens on the screen. This will allow you to zip around behind them and kill 'em.
3. At the end of the level, concentrate on the Clawing. He is the boss of the level and avoid the eyes.

ASTEROID BASE LEVELS

1. Don't bother with the health at the top of the screen on the first room, unless you really need it. You will usually lose a life trying to get it.
2. To find the first bomb piece, go out the right side door of the 1st room and down through the left doorway. You will see the bomb piece at the top of the screen.

LUNAR SURFACE

1. Let the leaping robots jump over you. Then jump up behind them and shoot.
2. Try to avoid most things on the surface since they are very hard to destroy.

MOON BASES

1. Go straight after the Faces of Death. If you don't, they will keep launching tons of Baby Faces four at a time.
2. To kill the spinning prop monsters, stand in one place and wait for them to fly by you. When they do, take a shot at them. Keep doing this until all are dead.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, accordance with the manufacturer's instructions, may cause interference to radio and television receptio It has been type tested and found to comply with the limits for a Class B computing device in accordance wi the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protect against such interference in a residential installation. If this equipment does cause interference to radio television reception, which can be determined by turning the equipment off and on, the user is encourage to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for addition suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HO TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from t U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Bunch Games, Inc. (MANUFACTURER) warrants to the original purchaser that this Bunch Games Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Bunch Games will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage within the 90-day warranty period to BUNCH GAMES INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Bunch Games be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Notes

Notes

MOON RANGER EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____/____/____ PHONE #(Optional): (____)____-_____

(CIRCLE THE APPROPRIATE CHOICES.)

1) DID YOU PURCHASE THIS GAME BECAUSE OF: A B C D E F

A) HEARD IT FROM A FRIEND
B) A MAGAZINE AD
C) A MAGAZINE REVIEW
D) ATTRACTIVE PACKAGING
E) LOWER PRICE
F) OTHER: _____

2) WHERE DID YOU PURCHASE THIS GAME? A B C D E F

A) DEPARTMENT OR CHAIN STORE
B) TOY STORE OR HOBBY SHOP
C) VIDEO RENTAL STORE
D) MAIL ORDER
E) FLEA MARKET
F) OTHER: _____

3) HOW MANY BUNCH GAMES DO YOU OWN: 1 2 3 4 5&UP

(GRADING SCALE: A:EXCELLENT B:GOOD C:AVERAGE D:POOR F:BAD)

4) GAME'S OVERALL ENTERTAINMENT VALUE A B C D F
5) PLAY ACTION A B C D F
6) GRAPHICS (COLOR, DESIGN, ANIMATION) A B C D F
7) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) A B C D F
8) DIFFICULTY LEVEL (A: TOO EASY ... F: TOO HARD) A B C D F

PLACE
STAMP
HERE

BUNCH GAMES, INC.
2700 IMPERIAL HWY., BLDG. B
BREA, CA. 92621

BUNCH
GAMES